

Agenda and Notes: Roadrunner District Roundtable

Meeting purpose To provide leaders with program ideas; information on policy and events; and training opportunities through a forum for sharing experiences and enjoying fun and fellowship with other Scout leaders.

Meeting date, time, and place Date: Thursday, December 6, 2018
 Time: 7:30 pm to 9:00 pm
 Place: The Church of Jesus Christ of Latter Day Saints
 4401 NE Loop 820, North Richland Hills, TX 76180
 (817) 284-0559

Pre-Opening The table below identifies the activities, responsible leaders, and allotted time.

Begin	Time Allotted	Activity	Person Responsible
6:00 pm	30 minutes	Setup: May include setup details such as: <ul style="list-style-type: none"> • Unlocking and locking up facility • Setting up tables and chairs Secure American flag	Tom Rogers Dave Thilges
6:30 pm	30 minutes	Commissioners Meeting	Robert Spence
7:00 pm	30 minutes	• Registration/Sign-In	Willie Dominguez

General Session This is the main part of the Roundtable in which all levels of the scouting program participate.

Time	Time Allotted	Activity	Person Responsible
7:30 pm	1 minute	Welcome and Introduction	Willie
7:31 pm	3 minute	Opening Ceremony	OA
7:34 pm	1 minute	Opening Prayer	TBD
7:35 pm	10 minutes	Announcements	Willie
7:45 pm	10 minutes	Big Rock Topic (If Time Allows)	Dave
7:55 pm	5 minutes	Travel to Breakout Sessions/Training	All

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Agenda and Notes: Roadrunner District Roundtable, Continued

Cub Scout Pack Leader Session This is the time that activities are directed to the specific scouting programs.

Time	Time Allotted	Activity	Person Responsible
8:00 pm	45 minutes	Pinewood Derby/ Sportsmanship	RTC
8:45 pm	5 minutes	Q&A	RTC
8:50 pm	1 minute	Closing/Commissioner's Minute	RTC
8:51 pm	9 minutes	After the meeting fellowship and/or cleanup	All
9:00 pm		End meeting	

Boy Scout Troop Session This is the time that activities are directed to the specific scouting programs.

Time	Time Allotted	Activity	Person Responsible
8:00 pm	10 minutes	Ceremony/Skit/Song/Game Life's Little Lists	RTC
8:10 pm	5 minutes	Tips for Meetings: Create a Challenge Trail	RTC
8:15 pm	10 minutes	Interest Topic: Messengers of Peace	RTC
8:25 pm	20 minutes	Program Feature: Music	RTC
8:45 pm	5 minutes	Q&A	All
8:50 pm	3 minutes	Closing/Commissioner's Minute: "Symbols"	RTC
8:53 pm		End meeting	

Boy Scout Breakout Meeting

Skit/Song/
Ceremony
10 min

This part of the program helps provide ideas for skits, songs, or ceremonies that can be used during troop meetings or outdoor activities like campouts or hikes.

Life's Little Lists

Materials: for each patrol, four blank index cards and a pencil or pen

Method: Patrols are in patrol corners. One Scout in each patrol is selected to write the answers, but all patrol members are relied upon to contribute to their patrol's lists. The first directive is read out and patrols huddle for two minutes to list as many answers as they can on the first card, after which the next directive is read out.

- Name Santa's reindeer.
 - Dasher, Dancer, Prancer, Vixen, Comet, Cupid, Donner, Blitzen, (Rudolph)
- Name Snow White's seven dwarfs.
 - Sneezzy, Sleepy, Happy, Grumpy, Dopey, Bashful, Doc
- Name the nine planets.
 - Mercury, Venus, Earth, Mars, Jupiter, Saturn, Uranus, Neptune, Pluto
- Name the original 13 colonies:
 - NH, MA, CT, RI, NY, NJ, PA, VA, SC, NC, DE, MD, GA

Scoring: The patrol with the most correct answers wins. One point is deducted for each incorrect answer.

Tips for Troop
Meetings
5 min

Create a Challenge Trail

From a Evergreenindustries.com:

Challenge Trail

Make your meeting more interactive by creating an activity in each room of your meeting location. At the start of your meeting after everyone has arrived, [Scoutmaster CG](#) recommends that you hand your troop members a "map that takes them to different destinations where an activity is planned (a skill demonstration, game, or challenge) and loops back to the meeting place." If you have some more dry information you must cover with the troop, try presenting it at one of the more exciting destinations so they're fully present.

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Boy Scout Breakout Meeting, Continued

Boy Scout
Interest Topic
10 min

The following should be covered with those in attendance. Ask for examples, check for understanding, etc.

Messengers of Peace Award

Program Overview

Launched in September 2011, Messengers of Peace is a global initiative designed to inspire millions of young men and women in more than 220 countries and territories to work toward peace. Using state-of-the-art social media, the initiative lets Scouts from around the world share what they've done and inspire fellow Scouts to undertake similar efforts in their own communities. The initiative is inspired by the World Scout Committee, administered by the World Scout Bureau, and driven by youth volunteers worldwide.

Defining Peace

In terms of the MOP initiative, peace encompasses three dimensions:

1. The personal dimension: harmony, justice, and equality
2. The community dimension: peace as opposed to hostility or violent conflict
3. Relationships between humankind and its environment: security, social and economic welfare, and relationship with the environment

Any Scout or Scouter who participates in a project that has had a significant impact on the community in any one of the three dimensions above can qualify as a Messenger of Peace.

Submitting Projects

Submitting MOP-related projects is easy for BSA units. All they need to do is check the Messengers of Peace box when entering a service project through the Journey to Excellence website (www.scouting.org/Awards/JourneyToExcellence).

Recognition Item

Any Scout or Scouter who participates in a qualifying project is eligible to wear a Messengers of Peace ring patch around the World Crest on his or her uniform. A unit representative can purchase these ring patches at a local Scout shop, council service center, or Scoutstuff.org .

www.scouting.org/messengersofpeace.aspx

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Boy Scout Breakout Meeting, Continued

Boy Scout
Interest Topic
(continued)

Messengers of Peace Service Project Ideas

Personal Dimension

- Host a holiday party for children of prison inmates.
- Collect books and magazines for inner-city schools.
- Conduct entertainment programs, including skits and plays, at a nursing home.
- Make and donate gift boxes to be distributed by Feed the Children.
- Assist organizations that provide home maintenance services for those in need.
- Clean a Habitat for Humanity house before the family moves in.

Community Dimension

- Create a community prayer garden.
- Replace graffiti with peace-related murals.
- Host conflict-resolution workshops in a local school.
- Plan a sports tournament that brings together kids from different segments of the community.
- Serve as “victims” for a county EMT or first responders training course.
- Assist in the packaging of medical supplies for developing countries.

Environmental Dimension

- Clean up a campground, a local park, a river, or a school parking lot.
- Assist with a shoreline-restoration project.
- Collect and dispose of household chemicals, batteries, and other potentially dangerous waste products from the residences of shut-ins.
- Remove invasive species and plant native trees in a park.
- Volunteer at a community recycling center.
- Clear brush from fire buffer zone.

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Boy Scout Breakout Meeting, Continued

Program

Feature: Music

The material for this section of the program is available at <http://troopleader.org/program-feature-music/>. Share this with the attendees.

Musical Instruments

Musical instruments are frequently classified by the way they generate sound.

- **Woodwinds** generate sound when a column of air is made to vibrate as it passes over a reed or opening. Woodwinds include clarinets, saxophones, oboes, and flutes.
- **Brasswind instruments** generate sound by air passing through the player's lips, which "buzz" in the instrument's mouthpiece. Slides or valves are used to change the length of the tubing, thus changing the pitch. There are two different kinds of brass: The tuba, baritone, and trombone are examples of low brass; the trumpet and French horn are examples of high brass.
- **Percussion instruments** generate sound, with or without a definite pitch, when hit with an implement, shaken, rubbed, scraped, or struck by any other action that sets the object into vibration. Examples include chimes, glockenspiel, handbells, marimba, drums, cymbals, and xylophone.
- **String instruments** generate sound when a string is plucked, strummed, slapped, or otherwise manipulated. The guitar, violin, mandolin, ukulele, harp, autoharp, harpsichord, and piano are examples of string instruments.
- **Electronic instruments** generate sound by creating an electrical audio signal that ultimately drives a loudspeaker. The digital piano, electronic keyboard, organ, analog synthesizer, digital synthesizer, MIDI (Musical Instrument Digital Interface) instruments, wind synthesizer, digital drums, and virtual musical instruments are examples of electronic instruments.

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Boy Scout Breakout Meeting, Continued

Program
Feature: Music
(continued)

Music Composition

- Composing music is much like writing poetry, a short story, or a novel. The first step in composing music is to determine the sounds you want. Will it be sung by an individual, small group, or choir? How about an instrumental piece? Will you compose for one instrument, a small group of the same instrument, or a full band or orchestra?
- Once you have chosen the type of instrumentation or voice for which you are composing, you need to know the ranges of the voice and instruments so that you do not write above or below the capability of the individual singing or the instruments being played. Invite a music teacher in your community to share these ranges with you, or do your own research.

Make a Traditional Instrument – You don't have to spend a lot of money, however. You can make musical instruments out of materials you find around your house or that you purchase for just a few dollars. Find the plans to build a simple musical instrument online, then ask a craftsperson to help you build it. When you are done, learn how to play it, and perform at a unit talent show or recital. If everyone in the unit makes the same instrument or instruments that can be played together, you could have an ensemble perform.

Attending a Live Concert – The possibilities to hear live music are numerous. You could attend a school music program; a local middle or high school's band, choir, or orchestra concert, or a concert by a college or university ensemble. You may even have access to a professional orchestra or vocal ensemble. Find out about performances in your area and plan to attend one. Try to learn about the music to be performed before you go. While listening, make notes about your feelings on how the music affects you.

Hold a Unit Cultural Night

Your unit can hold a cultural night where members display handmade musical instruments, share copies and recordings of musical compositions, or exhibit presentations on music history. Have a recital in conjunction with the displays during which members of the unit play their instruments, perform their compositions, or play music they have been working on in lessons.

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Boy Scout Breakout Meeting, Continued

Program
Feature: Music
(continued)

PREOPENING IDEAS

- As Scouts arrive, challenge them to sort flash cards of musical instruments into groups. Have music playing in the background to set the tone for the night. If possible, use several interpretations of a familiar song in different genres.
- Prepare flash cards of musical notation such as quarter notes and rests, half notes and rests, etc., and cards with the names of each of these symbols. Have the Scouts organize them side by side, matching notation with the description. Have music playing in the background that resembles the music they'll be performing or listening to or that relates to the instruments they will be building or that comes from an individual family's music collection.
- Play Musical Chairs using excerpts of the music that will be featured at the concert your unit will attend or the genres you discussed last week.

GROUP INSTRUCTION IDEAS

Genres and Composers: Introduce the group to the different possible main events. Have them discuss what main event they may want to pursue.

Instruments and Ensembles: Practice identifying instruments in the five different musical groups. Use flash cards, and have the members shout out the names. For an added challenge, include less familiar instruments like the basset horn or zither.

Collecting Music: Learn three songs that you could teach to a Cub Scout pack or another troop around a campfire.

Mood and Meaning: Lead a session of echo clapping, starting with four-beat rhythm patterns and progressing to eight-beat patterns.

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Boy Scout Breakout Meeting, Continued

Program
Feature: Music
(continued)
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SKILLS INSTRUCTION IDEAS [The following presents just one of the four categories of skills instruction ideas. See the web site for a complete listing]

Collecting Music

-  • Catalog a collection of CDs belonging to one of your Scouts, or review how a collection of audio files is organized in a program like iTunes.
-  • Review the above information.
• Using the Internet or other sources, find a favorite artist's discography. Discuss ways to complete your collection of the artist's works.
-  • Review the above information.
• Discuss the ethics of file-sharing and illegal downloads.

Mood and Meaning

-  • Brainstorm a list of moods. Using someone's CD or MP3 collection, find songs or other compositions that convey those moods and discuss how music translates those moods.
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-  • Review the information above.
• Read the lyrics of several popular songs. Discuss how the lyrics support the mood of the song and whether the music and lyrics communicate the same mood.
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-  • Review the information above.
• Identify several songs or compositions that have become identified with a particular country, political movement, or cause. Using the Internet or other sources, learn more about those connections.
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Boy Scout Breakout Meeting, Continued

Program
Feature: Music
(continued)
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BREAKOUT GROUP IDEAS

Discussion Topics: Discuss what needs to be accomplished before the main event.

Getting Ready for the Main Event

- Menu Planning (if applicable)
- Duty Roster Planning (if applicable)
- Patrols discuss what special items they will need for the main event.

Preparation for the meeting's game or challenge

GAME AND CHALLENGE IDEAS

Name That Tune

– *Materials:* CD or MP3 player with an assortment of music, 30-second timer, bell or buzzer for each patrol

– *Method:* Play a musical selection. Patrols try to buzz in and name the song.

– *Variations:* If you have recordings of instrumental solos, teams can try to name the instruments or instrument groups. If you have recordings of various genres of music, teams can try to name the genres they hear. (Keep these broad: classical, jazz, pop/rock, gospel, etc.)

– *Scoring:* Each correct guess earns a point; first team to score 10 points wins.

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Boy Scout Breakout Meeting, Continued

Comm Minute
3 min

Symbols

There are a lot of symbols that we recognize. (One at a time, show a picture of a famous logo, e.g. Kentucky Fried Chicken, Apple Computers, Facebook, etc.) When you see these symbols, you know what they stand for.

You, too, are a symbol. You represent the Boy Scouts of America. People see you and know that you stand for something good. You stand for being trustworthy, loyal, helpful, friendly, courteous, kind, obedient, cheerful, thrifty, brave, clean, and reverent.

We should be good symbols!
